

TIGER

Source: Real life.

A tiger is a great cat and is one of the rare natural animals that has no compunction about hunting humanoids for food. Tigers are fierce and swift predators, and where they dwell in numbers, they are near the top of the natural food chain.

Rarely, humanoids will come to have an uneasy alliance with tigers, feeding them or luring them into areas from which the tigers cannot escape in order to use them as guards. The wild elves of Gorel even sometimes have sufficient affinity with tigers to use them as mounts, but they are highly unreliable and sometimes turn on those bold enough to ride them.

Tiger

Large natural beast (cat)

HP 328; **Bloodied** 164

AC 23; **Fortitude** 21; **Reflex** 21; **Will** 16

Speed 9

Saving Throws +5; **Action Points** 2

Level 7 Solo Soldier

XP 1,500

Initiative +9

Perception +11

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 3d6+5 damage.

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d8+5 damage, and if the tiger does not have a creature grabbed, it makes a secondary attack.

Secondary Attack: Melee 1 (the target of the primary attack); +12 vs. Fortitude.

Hit: The target is grabbed (escape DC 16).

Savage Attack * At Will

Effect: The tiger uses *bite* once and *claw* twice.

Pounce * At Will

Effect: The tiger shifts up to 2 squares, then uses *bite* once and *claw* once.

MOVE ACTIONS

Amazing Leap * At Will

Effect: The tiger makes an Athletics check, then jumps (shifts) a number of squares equal to its check result divided by 6 (minimum of 1 square).

MINOR ACTIONS

(melee) Crush Throat * At Will 1/round

Attack: Melee 1 (one creature grabbed by the tiger); +12 vs. Fortitude.

Hit: 4d8+4 damage.

Skills Athletics +14

Str 23 **Dex** 18 **Wis** 17

Con 18 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Dire Tiger

Huge natural beast (cat, mount)

HP 592; **Bloodied** 296

AC 31; **Fortitude** 29; **Reflex** 29; **Will** 24

Speed 10

Saving Throws +5; **Action Points** 2

Level 15 Solo Soldier

XP 6,000

Initiative +14

Perception +15

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 4d6+9 damage.

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +12 vs. AC.

Hit: 3d8+8 damage, and if the tiger does not have a creature grabbed, it makes a secondary attack.

Secondary Attack: Melee 1 (the target of the primary attack); +20 vs. Fortitude.

Hit: The target is grabbed (escape DC 22).

Savage Attack * At Will

Effect: The dire tiger uses *bite* once and *claw* twice.

Pounce * At Will

Effect: The dire tiger shifts up to 2 squares, then uses *bite* once and *claw* once.

Leaping Charge (mount) * At Will

Requirement: The dire tiger must be mounted by a friendly rider of 15th level or higher.

Effect: The dire tiger uses *amazing leap*, then it and its rider each make a melee basic attack against the same target. If both hit, the tiger pushes the target 1 square and the target falls prone.

MOVE ACTIONS

Amazing Leap * At Will

Effect: The dire tiger makes an Athletics check, then jumps (shifts) a number of squares equal to its check result divided by 6 (minimum of 1 square).

MINOR ACTIONS

(melee) Crush Throat * At Will 1/round

Attack: Melee 1 (one creature grabbed by the tiger); +20 vs. Fortitude.

Hit: 4d10+12 damage.

Skills Athletics +22

Str 27 **Dex** 21 **Wis** 18

Con 18 **Int** 2 **Cha** 11

Alignment unaligned

Languages -